# Jupiter X / Xm Quick Start

Overview - So you have played around with iArp until you ears are bleeding, and are ready to learn how to really drive your X / Xm. This is a quick introductory walk through to get you started

Key Navigation Buttons - These are the buttons we will cover in this intro - and the key to navigating the X / Xm. Colors here are for reference only. Forget <u>all</u> other controls for now

Jupiter Xm
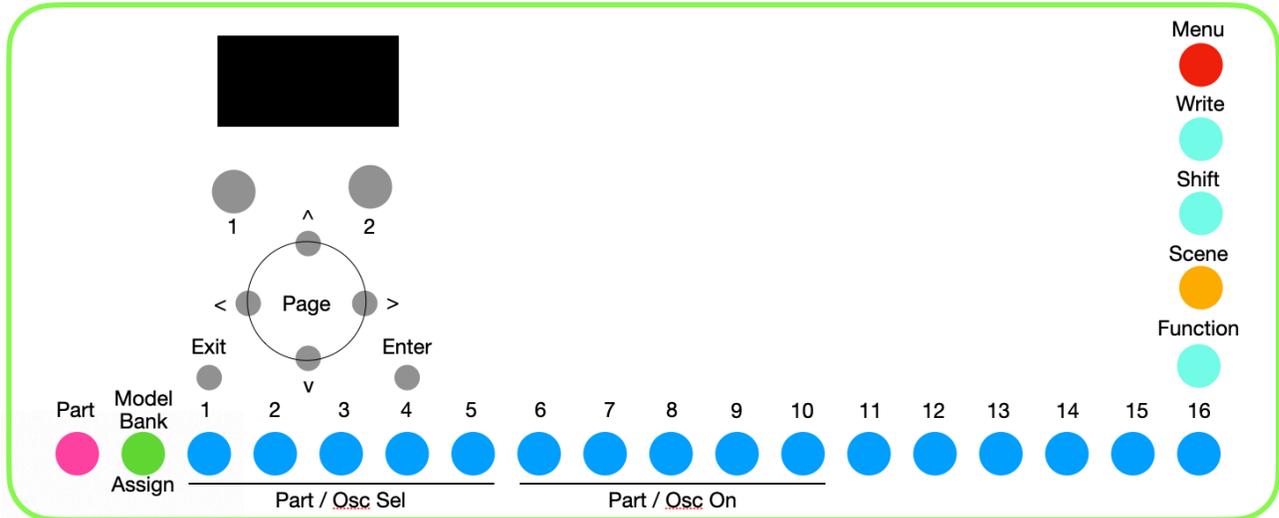
Jupiter X
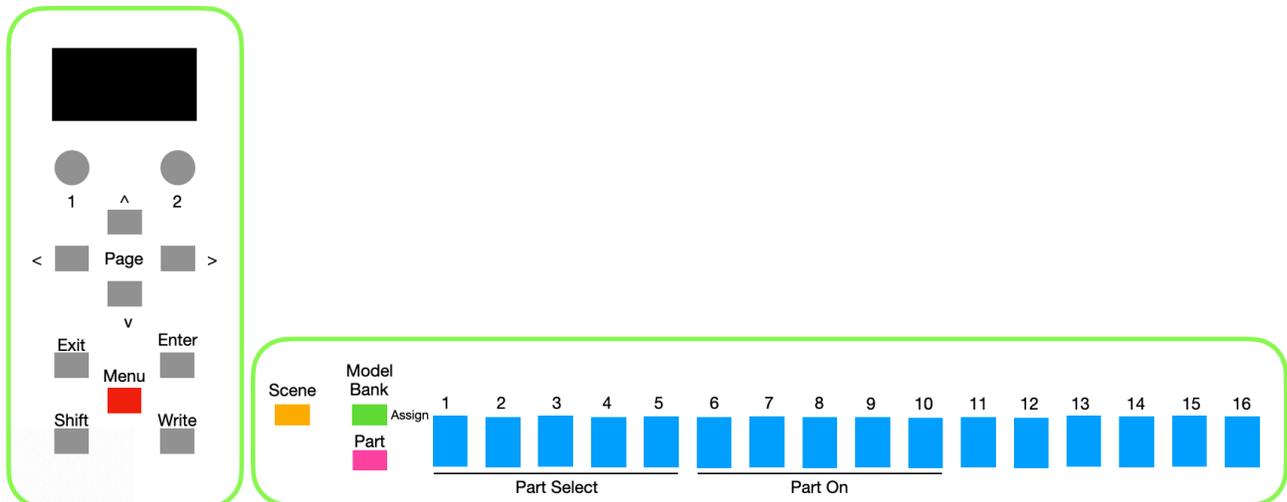
Check Current Software Version

- Turn on your X / Xm. Press the *Menu* button (red above). Use the *Left Knob* (1) to scroll down until *Information* is shown in the display. Press *Enter*

This shows the current system program version. If it is not the current version shown on the Roland website (currently 1.20), STOP, download and install the current software before continuing. Really!

- Press *Exit* twice to return to top level display

☞ **The *Left Knob* is used to scroll through (most) menus, you can also use the up and down arrows**

Speakers - The default is auto - on unless a headset is plugged in. To change this:

⁃ Press the *Menu* button (red in above), use *Left Knob* to scroll down to *System,* press *Enter*

⁃ *U*se *Left Knob* to scroll down until you see *Speaker Switch*

⁃ Use *Right Knob* to change between *Off, On,* and *Auto.* Press *Write* to save the change, press *Enter* at the *Are you Sure* prompt

☞ **The *Right Knob* is used to edit the parameter selected in the menu**

☞ ***Write* is used to save settings. If you did not *Write* the *System* change, it would be lost at power off**

☞ **One *System* setting also requires a reboot after *Write* - changing USB mode generic <-> vendor**

Scene - Most work on the X / Xm occurs in a *Scene*. Consider the *Scene* a bucket that contains almost all your settings:

- *Tones* for the five different *Parts* that can make sounds
- *Part* key range settings, Midi Transmit and Receive channels and settings
- *Chorus, Reverb, Delay,* and *Drive* settings
- *iArp* settings and user patterns, etc.

You have 16 banks of 16 *Scenes*. The 1-16 buttons are the fast way to recall *Scenes*

⁃ Press and hold the *Scene* button (orange in diagram above). One number (1-16) will blink. That is the currently active bank. While pressing *Scene,* press a different number to change to that bank

⁃ Release the *Scene* button. One number (1-16) will be lit solid. That is the currently active *Scene*. This will also shown at the top of the display:

> Scene
> `01-01` Single Tone / SL-1

⁃ Press a button (1-16) to change to that *Scene* number within the current bank

Method 2: At the top menu level (Scene is at top left of display), press *Enter*. The display shows a list of *Scenes.* Use the *Right Knob* (2) or up/down arrows to scroll, use the *Left Knob* (1) to scroll by 16. Press *Enter* to select the displayed *Scene*

Method 3: At the top menu level (Scene is at top left of display), turn either *Left Knob* or *Right Knob*. As before, the left changes *Scenes* by 16, the right knob changes by 1

⁃ Recall Scene 3-12. Recall Scene 4-15. Scroll to find the Scene that has '80s in the title

Other names you might have heard equivalent to a *Scene* include Program, Live Set, etc.

☞ ***Scenes* are where most of the editing happens and most information in the X / Xm is stored**

☞ ***Scenes* can be selected by the 1-16 buttons, or scrolling with 1& 2 knobs**

Parts - each *Scene* has five *Parts*, each *Part* holds one *Tone*. *Parts* 1-4 hold melodic *Tones*, *Part* 5 can only hold drum kits

⁃ Recall Juno Layer (*Scene* 1-02 on Xm, 3-02 on X)

⁃ Press the *Part* button (pink in above diagrams). This changes the (1-16) buttons into *Part* mode.

Buttons 6-10 turn individual parts on and off. Enabled parts are lit solid, others are off. Below the 6-10 Buttons you see the labels for Parts 1-4 and R (5) On / Off

⁃ Use Buttons 6-10 to turn all parts on. Play some notes. Turn everything off except Part 5. Play some notes. Watch the bottom of the display as you use Buttons 6-10. You will see solid squares for the enabled parts, hollow squares for those turned off

Buttons 1-5 select the *Part* to edit. The selected parts are lit solid, the others blink

⁃ Press Buttons 1-5 in order. As you press each, watch the top of the display. This shows the *Tone* assigned to that part. Watch the bottom of the display. You will see an underline under the square for the part selected for edit

⁃ Turn on all *Parts* using 6-10 buttons. Now press *Shift* and one button 1-5. This turned off all *Parts* except the selected one, to focus on editing that *Part - s*ort of like a "solo" & edit button

- Press *Enter.* You will see a scroll list of *Tones* in the current model bank. Scroll up and down and audition a few *Tones*. The *Left Knob* nows scrolls one page. Try left and right arrows - you will see different model banks, and further to the right, categories. More on this coming up

☞ **Parts are selected, enabled, and edited in *Part* mode**

☞ **The (1-16) buttons share many functions, so far we have seen *Scene* and *Part*, more to come**

☞ **The icons at the bottom of the display give summary information on the *Parts* - see list at the end**

Tones are recalled via two methods.

- Select a *Part* to edit - start with button 1
- The display now shows the *Tone* in the selected *Part,* such as:
  Model JUPITER-8
  JP001 Berlin Night
- Press buttons 2-5 to see *Tones* assigned to the other *Parts* (and drum kit in *Part* 5). Now return to *Part* 1

Method ① via *Model Bank & Category* buttons. (Each *Tone* has both a *Model* and *Category* assigned.)
  "JP001-Berlin Night" is in the Jupiter 8 Model bank <u>and</u> the Synth Pad/String category

- Press the *Model Bank* button (green in above schematics)
  - The 1-16 buttons will now select *Model Banks, Categories,* and *User Tones*
  - Buttons 1-6 are assigned to Models as shown on the silver label above the buttons
  - Buttons 7-15 have pre-assigned *Categories* - Button 7 has Synth Bass, E. Bass, then AC.Bass
  - Button 16 has the User *Tones*
- Press Button 4 for the SH-101 bank. Press *Enter* to see a list of the SH-101 *Tones.* Scroll up and down
- Press right arrow. Now you are in the XV 5080 bank. Watch the 1-16 button lite as you scroll left and right through the *Model Banks* and *Categories*

The silver label shows the several *Model Banks*, but what is in the other buttons?

- Hold the *Model Bank* button while pressing a number button. This brings the list of items assigned
  - A 1-16 button can hold up to 16 models, or up to 16 categories, or User *Tones*
  - Press button 6 - one model is assigned - RD-Piano
  - Press *Exit* to get out of *Assign* mode

Initial Model Bank Settings (Xm on 1.20)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Jupiter 8	Juno	JX	SH	XV	RD	Synth Bass	Ensb Strings	Ensb Brass	Synth Polykey	Synth Pad/Str	Synth Brass	Synth Seq/Pop	Synth Fx	Vocoder	User
						E Bass	Solo Strings	Solo Brass	Synth Bellpad			Pulsating	Sound Fx		
						Ac Bass	Vox/Choir	Wind	Bell			Phrase	Hit		
							E.Piano 1	Flute	Mallet			Beat&Groove	Percussion		
							E.Piano 2	Sax	Plucked/Stroke						
							Clav								

Method ②: With desired *Part* selected, and current *Tone* shown (as above)

- press *Up Arrow* to highlight the Model / Category
- Use *Right Knob* (2) to scroll through Models & Categories, press *Enter* when desired group is shown
- Use *Right* and *Left Knob* to scroll to desired *Tone,* then press *Enter*

☞ **Tones are selected by looking up via *Model Bank* or *Category* or scrolling from *Part* top screen**

☞ **In *Model Bank* mode, the (1-16) buttons select the model bank, category, or user tones. The buttons can be customized for access to your most-used categories and models**

☞ **Tones can be edited and saved in 256 *User* locations. ZEN-Core tones from the Roland website can be imported to *User* locations (not covered here)**

☞ **Tones are always used in *Scenes,* they are not accessed stand-alone**

Build a Scene the best way to start is with a blank, or "initialized" *Scene.* If you start with an existing scene, particularly one of the factory presets, there could be settings that interfere with what you are trying to do. Soon enough you will find a favorite set of settings, and have a *Scene* that you use as a template

- Select an unused *Scene* - most likely one with the title Init Scene. Just to make sure, press *Write,* use *Left Knob* to scroll to *Scene Initialize,* press *Enter,* and *Enter* as second time at the prompt
- Assign the following *Tones* to the *Parts*:
  - RD piano in Part 1
  - Find a Synth Pad/String for Part 2
  - Put a Synth Polykey in Part 3
- Try it yourself first. Step by step follows if you need help:
  - Press *Exit* until at top level menu
  - Press *Part*, then 1 (selects Part 1 for edit)
    - Press *Model Bank*, press 6 (RD), scroll (or enter and scroll) to select desired piano
  - Press *Part,* then *Shift* + 2, to turn on Part 2, select for edit, and other parts off
    - Press *Model Bank,* the Synth Pad/String are in button 11. Find one you like
  - Press *Part,* then *Shift* + *3,* to turn on Part 3, select for edit, and other parts off
    - Press *Model Bank,* the Synth Polykey are in button 10. Find one you like
  - Press *Part,* then turn on all three parts (6, 7, 8). listen to your sound
  - To save, press *Write.* The menu shows Scene and Tone, additional selections below. If there are changes either the *Scene* or *Tone, [Edited]* will appear to the right
    - Select *Scene,* select an unused location, press *Enter,* enter the desired name, press *Enter* twice

☞ **To build a new *Scene* from scratch, best to start with an initialized *Scene* or a template you built**

from an initialized *Scene,* not a factory preset

☞ **Edits to a Scene must be saved via *Write* or the edits are lost on *Scene* change**

Further Scene and Tone Editing - everything starts from *Part* selection - then use the <u>right</u> arrow key to scroll through the edit screens, in the following order, then scroll down to find the desired setting

- Scene Common - basic items applicable to entire scene
- Scene <u>Part</u> - Chorus, Reverb, Delay sends, Midi <u>receive</u> channel and settings
- Scene Zone - <u>Part</u> settings, including key range, Midi <u>transmit</u> on/off & channel
- Scene Part Mfx - one of two places to edit the *Part Mfx*, if FllwToneMFX is on, keep scrolling right*
- Scene Effect, four pages, one each for Chorus, Delay, Reverb, and Drive
- Tone Common - Zen-Core - common settings for tones; Analog Synth Model - category and name
- Tone Partials - ZEN-Core - a page for each ZEN-Core partial, for Analog Synth Model - one page
- Tone Mfx - * the other place to find the *Part/Tone* effect settings

☞ **There are three "buckets" that save information in the X/Xm - *System, Scene, and Tone***

Arpeggio Settings are stored as part of the *Scene.* Start with *Part* selection - then use the <u>left</u> arrow key to scroll through all the edit screens, in the following order:

- Arpeggio Common - Pattern and Rhythm, tempo, overall duration and shuffle
- Arpeggio Part - settings for the specific part selected, switch status, octave range, etc.

Buttons 1-16 function recap:

Scene Mode - select *Scene* bank and *Scene*

Part Mode - select *Part* to edit, select active *Parts*

   Xm only - Mono, Unison, etc performance controls - also in *Function* mode

   X only - effects switches

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Model Bank Mode - find *Tone* by model, category, or user; assign models or categories to the buttons

Step Edit - TR/REC buttons for pattern editing (not covered here)

Function - Xm only, select Oscillator to edit (1-4), turn Oscillators on/off (6-9) (not covered here)

☞ **Learn to scan the *Scene, Part, Model Bank, Function* buttons to see the Button (1-16) mode**

☞ **The *Part* Mode button functions can be customized in *System* settings**

Part Status Icons - at lower left of display: Part N X̲ X X X X

- (dash) - Part Switch is off - no sound will come from the Part

▫ (hollow box) - Part Switch is on - Part may respond to external Midi (depending on other zone settings), but part is not connected to keyboard or iArp

▪ (filled box) - Key Switch is on - Part is connected to keyboard

+ (plus) - iArp master switch is on and Part is connected to iArp

_ (Underline) - indicates the part selected for tone edits - also in text left of the symbols (Part N)

. (dot underneath) - indicates a secondary part for multiple edits

Shortcuts

Model Bank Mode

- [Enter] for scroll list of Tones
- [Right Knob] = scroll
- [Left Knob] = one page / 4 tones
- [Shift] + [Right Knob] = jump 10
- [Shift] + [Left Knob] = jump 40
- [Shift] + [^] / [v] to jump to top / bottom of list
- [<] / [>] to move to next bank right / left
- [Shift] + knob / button / controls - edit page for that control

Part Mode

- [Shift] + Button 1-5, select *Part* for edit & enable, turn off all other *Parts* = Solo + Edit button

Entering names

- [Shift] + Right Knob - jump to next category (upper case, lower case, numbers)
     Ex: quick enter "t" - [Shift] + Right Knob to 0 (zero), release [Shift] and scroll back to "t"
- [Shift] + [<] = delete character
- [Shift] + [>] = insert character

Others

[Shift] + [Up] / [Down] = next menu section

[Exit] + knob / button / control - show current value without changing

[Shift] + knobs in many instances speeds up scrolling

If in doubt, try [Shift] - might find some new shortcuts

Summary this is a quick overview, but it all starts with navigating using the modes of the 1-16 buttons

- The QRG on the Roland Clan Forums site provides the next level of detail on each of the modes
- The Roland Channel videos, plus member videos on Facebook drill into many of the detailed functions
- The X / Xm *Parameter Guide* helps when searching for specific *Scene* or *Tone* parameters

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